

14_27 Processing Void Areas

Question:

I've run criteria for a section of roadway and it draws templates everywhere but station 12+00. A lot of the DTM is missing but it didn't matter on the previous 2 templates. The run only goes from 11+00 to 12+00 and 12+00 is the only place I don't get a template. What can be the cause of Criteria not processing correctly at station 12+00?

Answer:

There are a couple of minor issues with the input file itself.

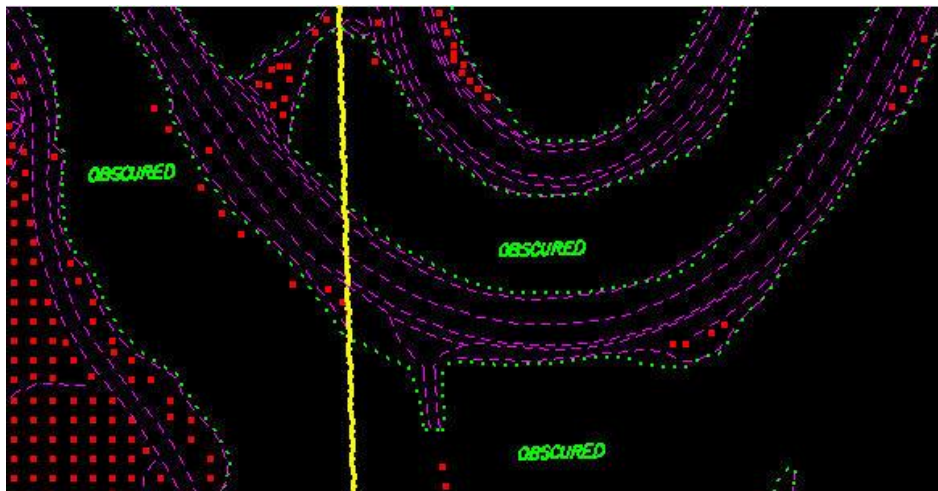
1. No template configuration defined. Sometime Criteria will draw only text if this is the case. Most in past, to fix this situation, have "Criteria Viewer" checked on for Criteria to draw the proposed template lines. The fix is to define "TM01 Config" as 0 or any valid number.

2. "Where Station" did not include station 12+00. Fix is to include station 12+00, e.g. (STATION <= 1200)

```
SIDE SLOPE LT WHERE (STATION >= 1100) and (STATION < 1200)
include L:\tmplt01.cri
include L:\shld01.cri
include L:\ldss01.cri

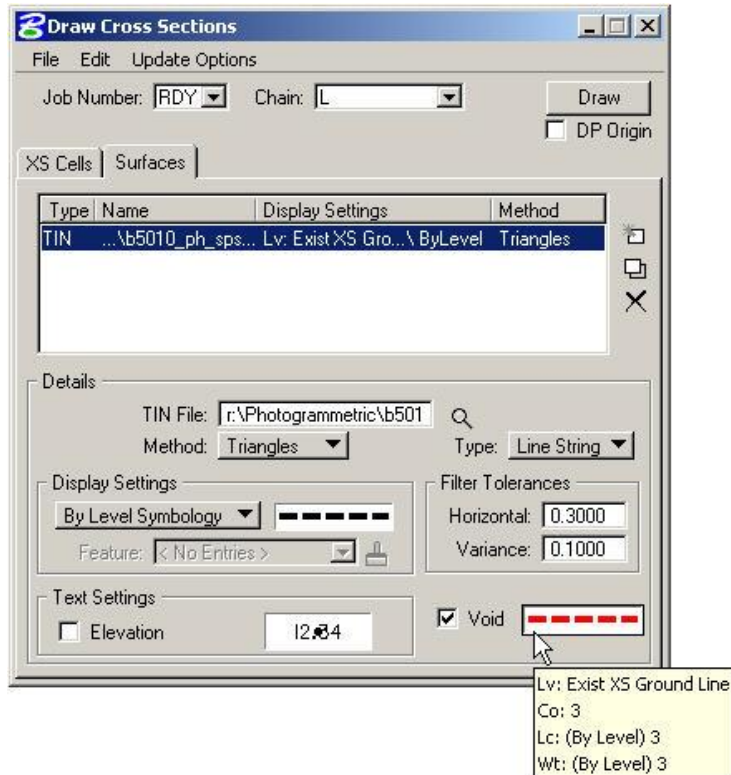
SIDE SLOPE RT WHERE (STATION >= 1100) and (STATION < 1200)
include L:\tmplt01.cri
include L:\shld01.cri
include L:\ldss01.cri
```

The main reason for Criteria to not work properly is with the way void areas were drafted into the existing ground cross sections. Cross section voids are the result of extracting DTM/TIN file "obscured" areas.

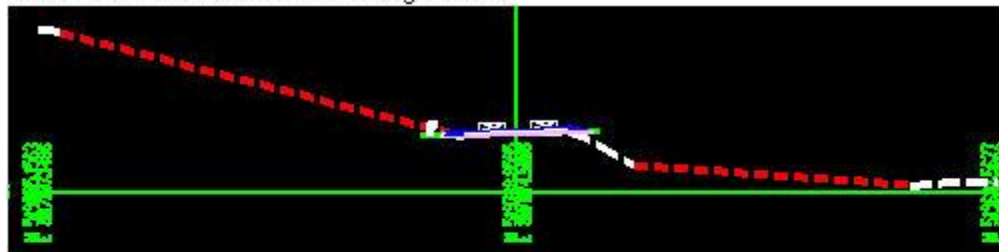


Since no data exist in the obscured void areas, when cutting existing ground cross sections, either no

existing ground line is cut in the obscured void areas (not enough DTM coverage) or a void line connects the last two known points (within DTM coverage). Since Criteria only recognizes one level as "Existing Ground" (can not list existing ground levels, e.g. all on level Exist XS Ground Line, Old_Level_60, or Exist XS Void Line, but not all levels or any combination of), it is recommended that the void lines are place on the same level as existing ground, "Exist XS Ground Line". If desired, change just the color to differentiate between the two.



Before - With Two Levels For Existing Ground



After - With One Level For Existing Ground

